

## A solution to disappearing skins

Posted by Chifilly - 17 Jun 2011 23:10

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As some of you may know, and probably had happen to you, if you join a different server after being on the TWK server (or a different TWK server for that matter), the skins seem to disappear and you get huge "ERROR"s as people.

An easy solution would be to go into your cstrike folder and delete the relevant folders so the textures could be re-downloaded. Well I have made a program (out of boredom) that does the deleting for you, but also gives you the option of adding your own folders to the list to be deleted (if there's persistant files you want to be removed).

Because this was made quickly, it only supports folders without sub-folders to be deleted (due to the way deleting works in Visual Basic), and any sub-folders that you want deleting need to be before the root folder in the list (as it deletes items in the file line by line). Also, it doesn't support deleting from a different drive other than the default one at the moment. I might update it if people want me to. The file has the folders for deleting the TWKGaming's skins by default, so no need to go searching for the right folders or anything 😊

It also has a brief description about, and a link to, the TWKGaming website (might release it publically so that would be good for the TWKGaming community).

So, if you want to give it a try, here's the link ( [LINKAGE OF AWESOMENESSNESS... NESS](#) ). It's an AdF.ly link, because me wants monies

Just so you know, it has no sneaky little secrets of virus' or anything. If you don't trust me, don't download it. Simple 😊

Let me know of any bugs and... shizz 😊

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## Re: A solution to disappearing skins

Posted by Pooky - 18 Jun 2011 14:35

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Erm..

We don't use any magic on em lolz, just the official skins and a skin mod...

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## Re: A solution to disappearing skins

Posted by deN - 18 Jun 2011 15:34

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dont look at me, i didnt do anything 😊

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## Re: A solution to disappearing skins

Posted by Chifilly - 31 Jul 2011 00:42

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If people are interested, I have completely rewritten this program for more user-friendliness (if that's a word)

If there are any problems, or you have ideas or suggestions, let me know

[Link](#)

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